




David R. Watson @DavidRWatson2 · 9 nov. 2020
A special pic for Gwenno's Day. That's lolo on the left (with lute) and Kathleen/Gwenno on right with lots of hair. About 38 years ago.



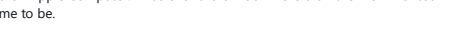
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Rome Strach @romn8tr · 9 nov. 2020
Man, that was right when I was deep into Ultima playing. My neighbor got their Apple Computer. I was over there much more than the mom wanted me to be.



1

8



Richard Garriott @RichardGarriott

En respuesta a @romn8tr y @DavidRWatson2

I started writing Ultima II when I met the real Avatar companions Lolo, Gweno, Dupre, Sentre, Mariah, Jaana and Katrina... I already knew Geoffrey, Julia and of course Shamino. Many others in the regional @sca_ansteorra became the inspiration for NPC's as well!

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4:34 a. m. · 9 nov. 2020 de Manhattan, NY · Twitter for iPhone

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Rome Strach @romn8tr · 9 nov. 2020
8 yrs later I was programming Lynx games in 65C02 Assembly at Atari Corp. I wanted to be Garriott.

(MsPac-Man, Shanghai, Checkered Flag, Rampart, Batman Returns) ✓



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